## ROUTE 16

- OFtsah start button to learnth one of your own cars (three available ongively) from a take-off point located in one of
- the sisteen-divided Routes.

  Let your oar adverce into one Route after the other in search of the point merks (evel-this in such characters as \$. feet, bell each set, at random, within these Routes.
- Watch out for three enemy cars change your car fast fees behind or from outes, into every direction yours to moving on to.
  The alleys in each Route are full of agoags, dead ends.
  - and bomb merks. It is here where your car driving techniques and judgment are wost required to clear thase obstacles, and at the same time, to escape those ever-chasing enemy cars.
- (May n mind ther there is a high-speed buttor stability with the game, which, when pushed, will accelerate the speed of your car to move away from the chasers. Are ther remarker is that you gain an advantage of hitting and therefore the energy cars and a \$ mink is borns of 200, 400, 800 portral when your car has a flag mark after star allow in a Brids.
- After each round of elearing the check marks originally growled on some Routes, you come up with increased cumber of \$port narlis, ARD of energians. That will make the next game eit the more thrilling, requiring further sophistorised car driving skills end judgement on your part.









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